

LPL Clash Royale World Tour 2023 RULESET

By competing in this event, you agree to follow all rules set out below and any additional instructions provided by the LetsPlay.Live (LPL) Clash Royale team. If you have any questions, problems, queries or concerns then please contact an administrator using the [LPL Discord Community](#).

All rulesets must be read in conjunction with the **LPL Master Ruleset**. This can be found [here](#).

1 – Team Information

1.1 – Team Rosters

LPL Clash Royale World Tour 2023 requires all teams to have one player on their team roster. Users may not compete on behalf of a team which they are not on the roster of.

Players must be citizens and/or residents of their respective region to enter their respective Open Qualifiers.

Players may not enter more than one Open Qualifier, any players found in multiple regions will be removed from the tournament entirely.

Qualified players will be required to submit proof of residency (government issued ID) to LPL Admins for verification purposes, and be required to complete a basic player questionnaire for details, as well as provide headshot assets and be prepared to have player cameras on.

1.1.1 – Substitutes

Teams will not be permitted to register a substitute. All players of a team will be expected to play on all playdates of the tournament.

1.2 – Roster Changes

Teams are not permitted to make any roster changes once the tournament has begun.

2 – Game-play Requirements

2.1 – Information

LPL Clash Royale World Tour 2023 matches must be played on a handheld device.

2.2 – Player Connections

Player connections are solely the responsibility of the individual. Should an issue arise regarding widespread connection problems to the game, please contact an LPL Admin.

Once a match has gone live, and an individual has disconnected in the first 30 seconds of a match, the game is to be restarted. If a player disconnects after 30 seconds from match start, the game is to be played as per normal.

LPL Admins reserve the right to eject any player from a game or overturn a match result if their connection has a serious impact on the game, it is your sole responsibility to make sure your connection is acceptable to the game.

3 – Match Environment

3.1 – Outside Applications

Using outside applications to manipulate, change or alter Clash Royale gaming environment is a major offence. This will result in the immediate suspension/ban of a player and/or team and will be considered a cheating violation. Users caught running 3rd party applications that alter the gaming environment will be subjected to LPL Anti-Cheat policy. This will most likely lead to an extended or sometimes permanent ban from all LPL events.

4 – Game and Player crashes

4.1 – Game Setup

Open Qualifier matches must be played via Clan challenge matches. Players have 15 minutes to get into a match. If no correspondence has been made with an opponent, the match will be made default in the active player's favour.

All LPL matches featured on broadcast must be played in an LPL provided Clan. Any scores or details of a match played outside the broadcast are void. LPL Clash Royale World Tour 2023 broadcast lobbies are set up by LPL Admins prior to the scheduled start time and players will be prompted to start their match.

4.2 – 1v1 Duels Format

All games played in the LPL Clash Royale World Tour 2023 will be a 1v1 Duels Format. This means that all players *must* bring three unique decks, with no duplicate cards shared across the three decks.

4.3 – Withdrawing from the Tournament

Players may withdraw from the Tournament at any time by notifying the Organizer.

Players who fail to show up to their match may be issued a match loss. Players who repeatedly fail to check in or “No Show” to their matches for multiple rounds will be disqualified from the Tournament.

4.4 – Game Updates and Additions

New Clash Royale content will be restricted from competitive play on a case-by-case basis, at the discretion of the Administration. In the event that new Clash Royale content is restricted, the Administration will announce the restriction on Discord prior to the competition starting.

4.5 – Technical Issue

Players are responsible for their own internet connectivity, hardware, software, and any other components required for participation.

5 – Prize Money

- If a Player qualifies for prizing, they will be contacted to begin prize payment processing. Players must submit payment information within 7 days of completion of the competition.
- If payment information is incomplete or incorrect, the payment schedule will be delayed until corrected information is submitted.
- Players are responsible for any and all costs and expenses associated with their prize that are not specifically set forth herein. National, state and local taxes, including possible VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the Player.
- All prizes are listed in AUD and are subject to currency exchange rates.

6 – Content, Media, and Tournament Obligations

All Players who participate in CRL will be required to accommodate and participate in any and all media activities if requested.

This includes but is not limited to:

- Pre-match Interviews
- Post-match Interviews
- Press Conferences
- Photoshoots
- Behind the scenes access, such as scrimmages
- Other Video Recordings
- Technical Rehearsals
- Dress Rehearsals

7. Behaviour

- Players must adhere to professional standards and represent themselves, their team or organization, and the Tournament Organizer in a positive light at all times, both on and off broadcast, as well as in-game.
- Any beverages or food must be kept out of view of the broadcast at all times.
- Smoking or vaping on stream is strictly prohibited.

8. Communication

Discord will be the primary platform to contact the Tournament Administration team for immediate responses regarding urgent Tournament issues/questions.

To join the discord please [go here](#) and select “Clash Royale World Tour” to gain your role.

The Tournament Discord server is only for use by registered and eligible participants. Players are required to join the Tournament Discord server as part of the registration process.

Administrators will be available to answer questions related to rule clarifications, schedules, and disputes

5 – LPL Admin Restrictions

LPL admins reserve the right to add or make changes to any rule necessary to keep matches fair. Teams are advised to make sure they know the LPL ruleset. Administrators have the final say in any and all decisions and their decision may supersede this ruleset in cases where they feel the rules do not arrive at the best possible outcome.